

H.A.C.C.
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Huron Atari Computer Club Newsletter
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Volume 1, #2 - \$1.00 non-members

A Word From the Pres

The biggest news since the last HACC meeting is the arrival of a local bulletin board that not only supports the Atari and other computers, but supports HACC itself!

Thanks to Bob Leffler, System Operator, HACC now has a bulletin board it can call home. While not run on an Atari, it does support the Atari through a SIG (special interest group) function.

You can reach the BBS by calling 623-1089 with a 300 baud modem. Once you reach the BBS, follow the instructions until you get to the main menu. Once at this menu, hit 'S' for SIGS and you will be at the SIG menu. Now hit 'A' for Atari SIG, and you will find yourself at the Atari SIG (also HACC's only BBS).

Now that you are at the Atari SIG you can do many things including: Read the HACC newsletter, check out new products for the Atari, download programs, and see what is for sale.

It is my hope that all members of HACC with a modem will make this BBS the best around by not only frequenting, but actively contributing and improving the SIG with your ideas, bulletins, programs, and articles.

President HACC,

Brian Hall

MINUTES FOR H.A.C.C. 7/1/83

Our first meeting went very well. For the first thirty minutes while people were still arriving and getting to know one another, the game disks were available for people to play and try to get high scores.

For the next forty minutes, some of the disks in the H.A.C.C. disk library were demonstrated and several people bought a copy of each. Also demonstrated, was the voice synthesis program distributed by Don't Ask Software that was reviewed in last months issue of the H.A.C.C. news letter.

At 8:10, we saw a slide presentation of the Consumer Electronics Show that Brian Hall borrowed from M.A.C.E. The slides included pictures of all the new Atari computers, that are scheduled to become available sometime in the months to come. Also included in the slides were pictures of Atari's new disk drive and expansion box, along with pictures of some new Atari joysticks and the long awaited light pen.

After the slide presentation, people had another chance to try for some high scores on the games listed in the news letter as eligible for publication.

Secretary,
Glen Steele

Bulletin Boards That Support Atari in Michigan

Number	Format	Name
313-274-3940	AMIS	MACE West
313-352-8271	?	Sy-Draft
313-427-1402	AMIS	Captain Kirk
313-538-0197	AMIS	Dartboard
313-544-0885	AMIS	MACE
313-759-6569	CBBS	Royal Oak
313-771-4126	AMIS	St Clair Shores
313-978-8087	AMIS	ARCADE
517-373-6788	AMIS	CHAOS
616-241-1971	AMIS	GRASS
313-334-8877	CLUB	The Club
313-623-1089	TBBS	Waterford TBBS

NECROMANCER
(a product review)
by Glen Steele

Although the market is filled with computer software companies, there is one company that outshines them all. Synapse Software is its name and it makes mostly games.

One of this company's best games is called Necromancer. The object of this game changes with each level. On the first level the object to the game is to restore an ancient forest to livelihood by planting trees, while keeping the club wielding troglodytes from chopping down your trees. There is also the ever present arachnid, (or spider for those of you that lack the biological term), that constantly tries to zap your strength. However, if you kill the spider with your magic missile, you gain strength. The first level ends when all your strength has been is depleted from protecting your trees.

In round two, you try to plant your tree allies on top of caverns that hold spider eggs. If you plant them on time the trees will break through and crush the developing eggs in the caverns and prevent the spiders from hatching. However if the spider does hatch, you must again try to kill it with your magic missile. During all of this you are also trying to obtain question marks that some very strange grabbing hands deposit on your floor. These question marks cause the stairs to extend to the next floor as you pick them up. But watch out, the grabbing hands can grab you too and drain your strength. This level ends when you have completed five screens or floors.

The third level? Well I can't give away the whole game or what would be the point of playing it? All I can say is if you think that the first two levels sound hard, just wait until you get to the third one!

On a scale of 1 to 10, I give Necromancer a solid 10.

H.A.C.C. High Scores
A list compiled by Brian Hall
07/27/1983

The information below is in the following order:
Game, Publisher, National high, followed by the top 3 scores
in our users group.

If you would like to see a game here that is not
already listed, just let an officer know at a meeting.

Two things to keep in mind when suggesting a game are:

- 1- The most suitable games are those
that have only one way to play
them. Ex.- not Wayout with 26
different mazes.
- 2- No game should be considered that
has a maximum possible score. Ex.-
not Choplifter with a max. score
of 64 possible.

New games this month are Spy's Demise, Livewire, Bug
Attack, Zaxxon, and Time Runner. Remember to suggest any
game you would like to see here.

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CROSSFIRE, Sierra On-Line

1 - Brian Hall	53600
2 - Glenn Hall	12370
3 - Glen Steele	01280

PAC-MAN, Atari, 422860

1 - Glenn Hall	60800
2 - Brian Hall	59450
3 - Steve Buffmyer	16250

PREPPIE, Adventure International, 29360

1 - Brian Hall	17260
2 - Glen Steele	11380
3 - Glenn Hall	10350

JAWBREAKER, Sierra On-Line

1 - Brian Hall	27010
2 - Glenn Hall	17830
3 - Bob Berry	10490

APPLE PANIC, Broderbund

1 - Brian Hall	35550
2 - Glenn Hall	31730
3 - Jerry Brady	06040

TUMBLEBUGS, Datasoft, 38785

1 - Glen Steele	4899
2 - Brian Hall	4392
3 - Glenn Hall	3912

KAYOS, Computer Magic, 51460

1 - Brian Hall	18660
2 - Jerry Brady	06250
3 - Glenn Hall	05900

MINER 2049ER, Big Five, 213755

1 - Brian Hall	41165
2 - Glen Steele	38545
3 - Glenn Hall	27400

NECROMANCER, Synapse

1 - Brian Hall	83407
2 - Terry Conklin	76352
3 - Glen Steele	57794

SPY'S DEMISE, Penguin

1 - Brian Hall	7089
2 - Glenn Hall	1797
3 - Glen Steele	1382

LIVEWIRE, Public Domain

1 - Brian Hall	18650
2 - Glen Steele	07900
3 - ??????	

BUG ATTACK, Cavelier, 54385

1 - Brian Hall	16671
2 - Steve Buffmyer	03901
3 - Glen Steele	02589

ZAXXON, Datasoft

1 - Brian Hall	22550
2 - Steve Buffmyer	15400
3 - Glen Steele	08950

TIME RUNNER, Funsoft

1 - Brian Hall	6480
2 - Glen Steele	4482
3 - ??????	

HURON ATARI COMPUTER CLUB

PRESIDENT

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2888 Ravinewood Drive East
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684-1094
Atari 800, 810, 850, 410, Hayes Smartmodem

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Atari 800, 810, 850, Epson MX-80,
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SECRETARY

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685-1313
Atari 800, 810

PROGRAM COORDINATOR

Bob Berry
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348-3372
Atari 400, 410, 810, microconnection
modem

Treasurer, Newsletter Editor, and
Disk and Tape Librarian positions are
OPEN!

Next meeting will be 9/2/83

Lakeland High School
1630 Bogie Lake Road
Room 727 (Next to Community Room)
7-9 P.M.

If any questions arise, please contact
Brian or Steve (See above)

H.A.C.C. Membership Application

\$10.00 for 12 months

Name : _____

Street: _____

City : _____ State: _____

Zip : _____ Phone: _____

System description: _____

Suggestions: _____

DO NOT WRITE BELOW THIS

☐ New New number: _____

☐ Renewal Old Number: _____

Date: _____ Expires: _____

☐ Cash ☐ Check #: _____

H.A.C.C. DISK LIBRARY VOL 1

DIS	FILENAME	SIZ	DESCRIPTION	SOURCE
001	CONTPLYR	026	Plays all music on a disk	Brian Hall
001	DCOMP	041	Music compiler for Pokey Playe	Craig Chamberlain
001	DPLAYER	022	Plays music with graphic demo	Craig Chamberlain
001	EDITOR	142	Pokey Player music editor	Harry Bratt
001	INFO	005	Prints out INFO.TXT file	Craig Chambelain
001	PPDEMO	041	Plays SCIPID while demoing	Craig Chamberlain
001	VMERGE	005	Merges PP voice data files	Craig Chamberlain
001	DPLAYER .DAT	007	Data file for DPLAYER	Craig Chamberlain
001	BEE .V	013	The Flight of the Bumblebee	
001	BLUES .V	001	Blues type music with drums	Craig Chamberlain
001	BUMBOOG .V	016	Bumblebee Boogie	
001	CAPRICIO.V	017		
001	FACE .V	003		
001	HBDAY .V	002	Happy Birthday with drums	Craig Chamberlain
001	HIGHNOON.V	008		
001	IBELIVE .V	004		
001	IFYOUCAN.V	003		
001	LONDON .V	003		
001	LOVING .V	007		
001	MANGER .V	002		
001	MATHILDA.V	003		
001	MEANDBOB.V	006		
001	MUSSETTE.V	003		
001	OLITTLE .V	002		
001	POLKSALA.V	003		
001	RITWRONG.V	004		
001	ROCKCAS .V	011	Rock the Casbah	
001	SCIPID .V	005	Handels march from Scipio	Craig Chamberlain
001	SHERIFF .V	004	I Shot the Sheriff	
001	STORYEND.V	005		
001	SUNSHINE.V	008		
001	TENDER .V	002		
001	TEXAS .V	004	The Yellow Rose of Texas	
001	WABASH .V	003		
001	WALL .V	009	The Wall	
001	WATER .V	003		
001	WHYME .V	003		
001	YESTERDY.V	003		
001	DOS .SYS	039		
001	DUP .SYS	042		
001	INFO .TXT	080	Information on Pokey Player	Craig Chamberlain

DIS	FILENAME	SIZ	DESCRIPTION	SOURCE
002	ADV5TH .A8K	099	Adventure in the 5th Dimension	Analog
002	BATS .A8K	067	Steer your bat through a cave	Antic
002	CHICKEN .A8K	058	Excellent! Try to cross road	Antic
002	DETHSTAR.A8K	105	You are in the trench	Antic
002	FILLERUP.A8K	066	A m/1 game that is like QIX	Analog
002	HALLOLEP.A8K	086	Hall of the Leprochan King	Analog
002	MENU	024	Runs all Basic programs on disk	
002	PACINV .A8K	044	Pac Invaders-Space invaders	Antic
002	SPEED .A8K	044	Speed Demon-Race around track	Antic
002	SUB .A8K	031	Try to sink the destroyer	Analog
002	AUTORUN .SYS	002	Runs menu program	
002	DOS .SYS	039		
002	DUP .SYS	042		
003	CLOWNS .A8K		Stunt Clown-Clowns & Balloons	Antic
003	DEFLECT .A8K			Compute
003	GOLDRUSH.A8K			Compute
003	JUMPJACK.A8K			Compute
003	LASERBAR.A8K			Compute
003	LONEAGLE.A8K		Stop bears from getting horses	Antic
003	MAZE3D .A8K		Find your way out of 3-D maze	Antic
003	MAZERACE.A8K			Compute
003	MENU	024	Runs Basic programs on disk	
003	METEORST.A8K			Compute
003	MICROIDS.A8K		Try to make the microids work	Antic
003	STELLAR .A8K		Stop enemy before hits bottom	Antic
003	SUPRCAHS.A8K			Compute
003	UXB .A8K		Unexploded Bomb	Compute
003	AUTORUN .SYS	002	Runs menu program	
003	DOS .SYS	039		